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IT'S ABOUT TIME

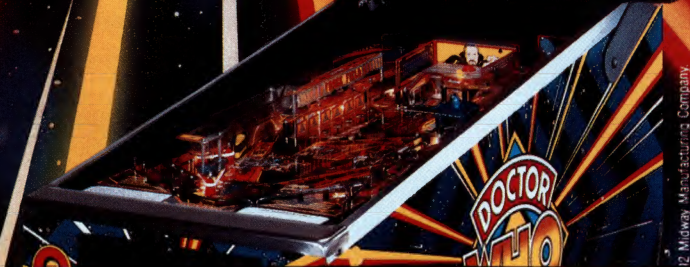


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CHARTS

Australia (as published in Leisure Line)

Dedicated Games

1. Sega 'Virtua Racing'
2. Konami 'Lethal Enforcer'
3. Namco 'Suzuka 8 Hours'
4. ALG 'Mad Dog McCree 2'
5. Namco 'Final Lap 3'
6. Taito 'Sonic Blastman'
7. Sega 'Stadium Cross'
8. Midway 'Mortal Kombat'
9. Jaleco 'Arm Champ'
10. Atari 'Space Lords'

Conversion Games

1. Capcom 'SFII:CE Hyperfight'
2. Capcom 'Warriors of Fate'
3. SNK 'Super Side Kicks'
4. Capcom 'Streetfighter II:CE'
5. Gaelco 'Squash'
6. Irem 'Major Title 2'
7. Seibu 'Cup Soccer'
8. SNK 'World Heroes'
9. SNK 'Art of Fighting'
10. Banpresto 'Macross'

Pinballs

1. Williams 'White Water'
2. Bally 'Dr Who'
3. Williams 'Fish Tales'
4. Bally 'The Addams Family'
5. Bally 'Black Rose'
6. Williams 'The Getaway'
7. Williams 'Terminator 2'
8. Bally 'Partyzone'
9. Bally 'Gilligan's Island'

USA (as published in Replay)

Conversion Games

1. Strata 'Time Killers'
2. SNK 'World Heroes'
3. SNK 'Art of Fighting'
4. SNK 'Fatal Fury 2'
5. Bundra 'Neck n' Neck'
6. Capcom 'Streetfighter II'
7. McO'River 'Aero Fighters'
8. Irem 'Undercover Cops'
9. Fabtek 'Raiden'
10. Irem 'Irem Skins'

Dedicated Games

1. Midway 'Mortal Kombat'
2. Konami 'Lethal Enforcers'
3. Capcom 'Street Fighter II CE'
4. Midway 'Terminator 2'
5. Sega 'Golden Axe II'
6. Midway 'Super High Impact'
7. Taito 'Double Axle'
8. Konami 'Sunset Riders'
9. Taito 'Space Gun'
10. Sega 'Turbo Out Run'

Best Deluxe Videos

1. Sega 'Virtua Racing'
2. Namco 'Suzuka 8 Hours'
3. Sega 'Stadium Cross'
4. ALG 'Mad Dog II'
5. Namco 'Final Lap 2'

Pinballs

1. Midway 'Addams Family'
2. Data East 'Star Wars'
3. Williams 'Fish Tales'
4. Data East 'Lethal Weapon 3'
5. Williams 'White Water'

Japan (as published in the Japanese Game Machine Magazine)

Conversion Games

1. Capcom 'Turbo SFII:CE'
2. SNK 'Fatal Fury 2'
3. Compile/Sega 'Puyo Puyo'
4. SNK 'Super Sidekicks'
5. Irem 'Quiz F1 Race'

Dedicated Games

1. Konami 'Lethal Enforcers'
2. Sega 'Virtua Racing (Twin)'
3. Sega 'Virtua Racing (Deluxe)'
4. Namco 'Coca Cola Suzuka 8 Hours (DX)'
5. Capcom 'Warriors of Fate'

Pinballs

1. Williams 'Fish Tales'
2. Data East 'Lethal Weapon 3'
3. Premier 'Super Mario Bros'
4. Williams 'Terminator 2'
5. Williams 'Getaway'

UK (as published in Euroslot)

Conversion Games

1. Capcom 'Street Fighter II:CE'
2. Seibu 'Olympic Soccer'
3. SNK 'World Heroes'
4. Taito 'Football Champs'
5. Capcom 'Final Fight'

Dedicated Games

1. Sega 'Virtua Racing'
2. Namco 'Suzuka 8 Hours'
3. Konami 'Lethal Enforcers'
4. Atari 'Mad Dog II'
5. Midway 'Mortal Kombat'

Pinballs

1. Bally 'Addams Family'
2. Data East 'Lethal Weapon 3'
3. Williams 'Fish Tales'
4. Data East 'Star Wars'
5. Midway 'Terminator 2'



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work. A model 1428 is in the Library of Congress as a piece of Americana, and it gave him much pleasure to know his Temp 11 model was featured weekly on the television programme Juke Box Jury.

Australia

September 30 - October 2, 1993 are the dates of the Amusement Machine Operators Association of Queensland's annual show to be held at the Marriots Surfers Paradise Resort on Queensland's Gold Coast. For info fax 61-7-841-1332.

USA Hot Shot From Williams

Hot Shot is a basketball novelty game sold in a compact cabinet. Theme: Basketball fun. Gameplay: Player shoots mini-basketball at hoop located on a moving stand. Product offers the choice of five skill games, including Around the World, Repeat-A-Shot and 3-Point Line. Features: Dot matrix display, original music score, colourful graphics, enclosed playfield. Options include a card dispenser, dome light and multiple game linking.

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UK Dr Who Makes Draw

Dieth Leisure held a raffle at the show, with Dr Who pin table up for grabs among many prize.

The raffle raised a total of £2,202 for the Royal Marsden Hospital and the draw was made by former Dr Who, Jon Pertwee. Alfie Katz was the winner of the pin table, while runner-up Coin Slot received a Sega Mega Drive system.

Crackdown

RAIDS MARK FIRST OFFENSIVE

Following detailed investigations by the International Chamber of Commerce (ICC)

Counterfeiting Intelligence Bureau, local police forces last week executed search warrants at the premises of UK pcb distributors suspected of selling pirated copies of Capcom's games.

Large quantities of pirate pcbs and documentation were seized during the raids and so far a director of one of the companies involved has been arrested. Penalties under the Copyright Designs and Patent Act 1988 include both fines and prison sentences.

The ICC Counterfeiting Intelligence Bureau has been retained by Capcom, which is now taking decisive action against distributors and operators of pirate copies of its pcbs, such as Street Fighter 2.

The move follows raids on copy board manufacturers in Taiwan, where documentation was found linking European, Asian & Australian companies with the copiers. And investigations are to continue into identifying the distributors of pirate Capcom pcbs and the premises where they are operated, including pubs, cafes and amusement centres.

Capcom has resolved to take firm legal action against all companies and individuals involved in selling or hiring counterfeit copies of its best selling pcbs. The firm has stated, however, that no legal action will be taken against anyone who surrenders illegal pcbs to Counterfeiting Intelligence Bureau before March 31, 1993.

The copy situation has worsened dramatically in the UK in the last two years, with some sources claiming that pirate pcbs now account for around 50% of those in operation. It is also estimated that around 10,000 copies of Street Fighter 2 are in operation in the UK.

Members of the work summit group, which includes BACTA, have decided to recruit ex-police officers to help investigate and produce evidence of companies involved with copies. One of those employed will be based at BACTA House, London.

New Zealand News

NZ CUSTOMS

Are continuing to seize copy pcbs imported into NZ. To date seizures (with court action to follow) have been restricted to SF-CE pcbs but the department is keen to broaden its base now that the ground work has been completed.

SUMMER HOLIDAYS

The NZ summer this year has been particularly wet in the South Island over the 6 week Christmas break. While this is good for the arcades in the short term, towards the end of the holiday period income continues to decrease as families run out of discretionary income and concentrate on back to school expenses (uniforms etc.) The government has indicated that it may decrease the length of the Christmas break and turn the school year into 4 shorter terms.

GOVERNMENT ACTION

The government has also released a new income tax measure proposal. It intends to make all software purchases a capital item that must be written off over three years rather than an expense item that can be easily written off in the year incurred. It intends to have this in force for the financial year beginning 1.4.93 and has given interested parties til 19.2.93 to make submissions.

While the intent of the legislation was to clear up certain problems in the computer industry our business may well be caught in the net. When we combine this with G.S.T. (grab, snatch and take tax) as well as the quickly reducing value of the NZ dollar it will mean higher expenses for our business. Clearly an appropriate time to bring down those commission rates.

AUCKLAND

"Stages" family entertainment centre has become the first venue in NZ to operate

"Virtual Reality". Two pods have been operating since late February in a special extension to Stages - "The Reality Room". A large media contingent including TV2's "60 Minutes", TVNZ, TV3, local newspapers (Herald) and specialist trade magazines (eg: "Bits and Bytes") as well as representatives from most local radio stations attended a special preview at "Stages" on 22 February 1993.

The "Reality Room" was completely darkened as the media filed in. Once everyone was in place a laser light show lit up the two "pods" and dry ice added to the effect. Two spotlights then lit up two models dressed in black body suits and VR helmets (to give an effect similar to the dress worn in the American TV program "Gladiators") and the two models then began to play the games. Each pod had 4 standard TV monitors above it to provide a preview of the game being played by each. The launch was an outstanding success and bodes well for the future of the system. In addition to the two W Industries pods; Sega's twin "Virtua Racing", Namco's "Suzuki 8 Hours" and "Final Lap 3" units were also available for waiting patrons to play. Ballys "Creatures of the Black Lagoon" completed the lineup of unique games on display at this venue.

NEW OFFICES

Auckland Coin Sales will soon be moving to new offices and expanding their sales and service teams. A full range of advertised products will soon be kept in stock at their new venue.

WURLITZER

Have now established a sales and service office in Auckland. This office will be selling the full range of quality Wurlitzer Juke boxes and vending machines. The sales rep Mr Gerard MacDonald can be contacted on (09) 274 6010.

AOU '93

The Japanese AOU show was held on February 16 & 17 at the Japan convention centre, Makuhari Messe, Chiba. The show was well attended by a number of overseas representatives.

The Japanese manufacturers were also well represented and provided us with a great range of new equipment. In contrast to the Jamma show last year we also saw a range of new pcbs as well as dedicated units.

Sega provided the best overall product display with a bank of "Virtua VF Formula Racing Delux" machines as their centre piece. The units were scale fibreglass Formula 1 racing cars set up on hydraulics to simulate actual car movement. Each

of the cars was set in front of a giant projection screen and each contestant was competing head on with other drivers. I did not actually get a ride on this unit as the queues just kept on getting longer.



Sega also displayed a new double boxing game called "Title Fight" in a double cabinet mode. This unit was controlled by two special controls and provided excellent graphics and game play. In the pcbs area we saw "Dark Edge"

a game set in the 25th century where the human race is controlled by a computer and must destroy the computers champion. This game boasts excellent graphics and a 5 button configuration. Sega also displayed a pcb game called "Looney Tunes" based on the Bugs Bunny, Daffy Duck cartoons. Great graphics but a game better suited to the Japanese market.

Konami had on show their hugely successful game "Lethal



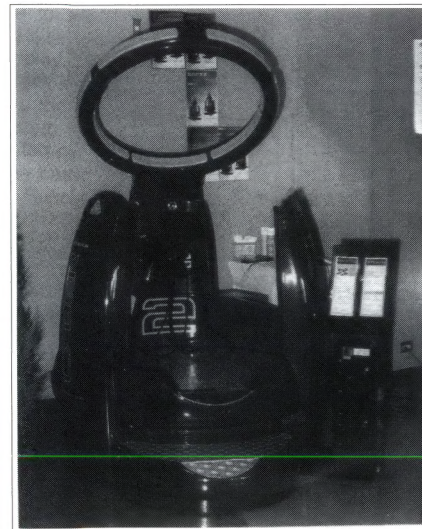
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INTERNATIONAL NEWS

Taito Gets Into VR

Taito has installed Japan's first British-made virtual reality machine, Virtuality Head 2 Head, at its Taito Inn Vivo Kokubunji arcade in the Kokubunji district to Tokyo.

The equipment, manufactured by W Industries of the UK, runs the 3-D shooting game Nightmare. Two machines can be linked up with a communications cable to make a system where two players, standing at separate consoles, wear visors and can challenge each other in the same "world". Players use a "space



joystick" which allows them to walk, fight and move about freely in their VR world. The scenario of Nightmare consists of a shooting battle the players enact on a 3D computer graphic screen. One play costs Y500 and lasts for all of three minutes and thirty seconds. A single player can also go head to chip with the computer.

Taito will install the machine in all of its inner-city locations over New Year's too attract visitors during the holiday season.

US Williams Expand Factory

Bally/Williams products and back-up

now enjoy accommodation covering over 400,000 square feet, following the recent acquisition of another 45,000 square foot facility in Chicago. There are now four plants in all in Chicagoland and the latest houses parts and the service department.

Russia Free Land For Foreign Investment

Does anyone want to set up in business in Russia with free land upon which to build offices, showrooms or a factory? EuroSlot has been approached by officials of Tver, a city of 500,000 people positioned roughly equally between Moscow and St Petersburg. The city is ready to devote a total of three square kilometres of land free to any foreign enterprise willing to set up there and invest and employ.

City officials claim that any kind of enterprise, including theme park, factory, warehouse, etc will be welcome and interested parties should contact Andrey Kaslin at the following address: Russia, Tver 17002, Sportyvnyaya Street 11r603.

Rockola Death

David C Rockola, the man whose name became synonymous with juke boxes, has died in Chicago, aged 96.

He started the Rock-Ola manufacturing company in the early 1930s, shrewdly avoiding the worst years of the Depression. In the early years he manufactured weighing machines and pin tables before concentrating on juke boxes.

A chance meeting with an engineer from Chicago in 1932 brought about the development of the automatic record changer. Their first model handled 10 discs.

Competition between the big four juke box manufacturers was intense during the 1930s, but, in spite of million dollar patent wrangles, Rockola remained a firm friend of the Chairman of the Wurlitzer Corporation.

Mr Rockola was always proud of his

speaker manufacturer Wharfedale before becoming Jamo's commercial sales and marketing manager.

Mr Dunn is very proud of the working relationships which have been forged with Brent Leisure and Eurocoin, Jamo's official distributors to the amusement and leisure sector. "I am very pleased with the way things have developed and the co-operation of their respective sales teams," he said.

He is fully aware that the market is a specialist one, "We are putting our equipment out into what can only be described as a hostile environment. It has to face the effects of tobacco fumes and spilled liquids and must be heard over background noise."

Functional integration is Jamo's aim, according to Mr Dunn, with the company investing heavily into the ongoing research and design of its products. "Not only do they have to look good," he said, "they have to sound good too. We purposely build speakers with a little bit more trouble than you would ordinarily find. This allows the sound to be heard more clearly above the noise of conversation and at the same time remaining unobtrusive."

Jamo is finding success in this area with its range of Compact speakers and six-pack CD player. These products are designed specifically to deal with anything that the pub environment can throw at them.

According to Mr Dunn the CD player holds great potential for the future, predicting that background music is going to be very big against a backdrop of CD

juke box decline.

Visitors to the ATEI will be able to view the company's current range of equipment in the specially designed Jamo tour bus. In effect the bus is a mobile exhibition unit which incorporates a showroom and corporate hospitality suite. Although costly to buy and refurbish it should prove to be a fortuitous purchase for the company, providing big savings on normal exhibition costs.

Despite the recession, Jamo is currently achieving a turnover of approximately £40m worldwide. According to Mr Dunn, the UK should prove to be a bigger market for the company. "We are on a growth curve and we are hitting targets," he stated.

Such a big turnover can be apportioned to the huge output from Jamo's sprawling Danish factory which is capable of manufacturing between 4-6,000 speakers every day. At least two containers of equipment per week are shipped out to Jamo UK alone, according to Mr Dunn.

Looking towards the future it would appear that a process of controlled expansion is on the cards for Jamo UK. In the words of Mr Dunn: "we are capturing more business in a specialist market and hopefully we will become a more dominant force."

We currently have in stock a limited number of imported Jamo Camargue Super H6M Juke Box speakers. These are 90 watts RMS, 5 way speakers with 8 ohm impedance and are 14.6 x 19.1 x 8.7 inches. They weigh 5kg per cabinet and sell for \$325 (pair).



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Enforcers" in both a 26" street format and a 33" arcade unit. This game still dominates world earnings charts some 8 months after its release. In the pcb field Konami displayed:

"Gaiapolis" - vertical fighting game, "Mystic Warriors" - horizontal ninja combat game for 2-4 players, "Premier Soccer" - horizontal soccer game.



SNK continued to offer new titles for the neo-geo system as well as some interesting new cabinet formats for their games. Two new games were on display:

"Fire Suplex" a wrestling game with excellent graphics and action scenes, "World Heroes 2" a worthy follow up to the best game SNK have produced to date.

Capcom displayed three new games at the AOU. "Cadillacs and Dinosaurs" had been seen before. This three player, 2 button game is based on an American comic strip (for full game

review see page 11), "The Punisher" tells the story of a marine lieutenant



who witnesses the death of his family at the hands of an American gang. He extracts his vengeance as "The Punisher". This is a two player two button game utilising some different hardware. "Saturday Night Slam Masters" is a 2-4 player, 2 button wrestling game where you select any one of eight wrestlers the graphics and action are amazing and are sure to impress.

Jaleco had a very good dedicated piece in "Wild Pilot", a double machine gun biplane shooting game. The deluxe moving version was certainly impressive but the standard upright



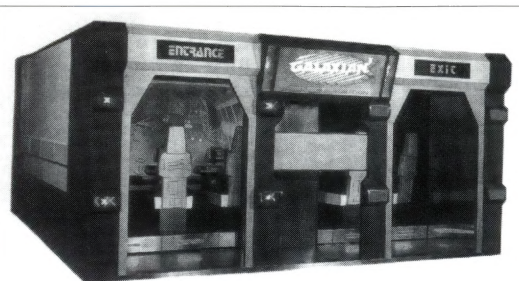
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unit should take good money. Also on display was their linked driving game "Grand Prix Star" and although only 40% complete it was well received. In the pcb area Jaleco displayed "Cybattler" a vertical air combat game.

On display at the **Data East** stand were: "Night Slashers" another horizontal fighting game utilising three buttons. This game has good graphics and action scenes. "Fighters History" a horizontal fighting game utilising 6 buttons and very like Streetfighter 2.

Able Corp exhibited "Bomb Jack 2" and while this was a popular game in

was a horizontal fighting game using two buttons.

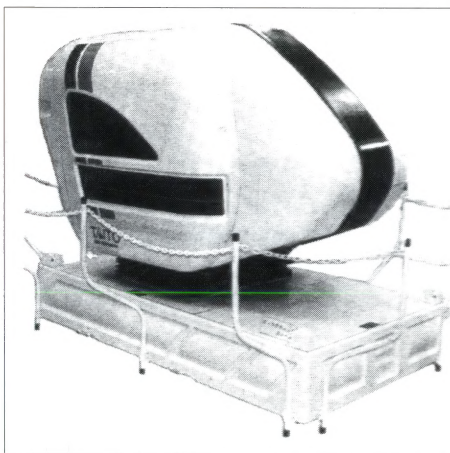


Visco had three new games on display although only "Earth Joker" a vertical air combat game was suitable for our market.

Irem Corporation had one of the best new pcbs called "In the Hunt". This submarine fighting game had excellent graphics and game display. Also on the Irem stand was "Hook" which is just being released in Japan.

Taito had a good range of dedicated units on their stand. "Super Chase Criminal Termination" is a dedicated driver game based on the hit Taito game "Chase HQ" and "SCI". The "Super DOS 3" fully rotating machine was also displayed and was another game with a long queue waiting to play it.

In the pcb area Taito had a soccer game called "Taito Cup Finals" that was an excellent game to play.



the past the new game was not that much different from its predecessor.

Video Systems displayed another fight game called "Ta.o Taido". This



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Jamo's Big Sound For The Future

From small acorns grow mighty oaks, so one particular saying goes, and never a truer word could be spoken in the case of Danish company Jamo.

The company is one of the major suppliers of music equipment, mounting a three pronged attack in the areas of mail order, retail outlets and, more importantly with regards to the amusement industry, the commercial sector.

A small hut at Glyngore, in the Northern Jutland area of Denmark, is where Jamo was started back in 1969 by Preben Jacobsen and Juilius Mortensen. Incidentally, the name Jamo derives from the first two letters of each of the gentlemen's surnames.

The company, which initially manufactured furniture, was subsequently approached by a number of companies to build speaker cabinets to house drive units. On production of the said cabinets it seemed that this was the most natural progression

for the company to make at the time. As a result, it now holds the position as one of Europe's top three speaker manufacturers.

Jamo has a huge domestic market as far as Europe is concerned and currently exports its products to 44 companies worldwide. It was two years ago that Jamo decided to extend its activities to the UK market by opening up Jamo UK.

The company has since made its presence felt more strongly in the UK, working from picturesque offices in Weedon, know as Jamo House.

In two years Jamo UK has experienced significant expansion which has, subsequently, brought about the need for a change of premises. This is due to take place in February, with the company's 14 staff moving to purpose-built offices in nearby Daventry.

Looking after Jamo UK's commercial activities is Steve Dunn, who gained substantial experience with rival



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Namco had a huge display that included some licensed games. "Street Viper" is the laser based driving simulator from Europe. While the game had excellent graphics the interaction was poor. The player really had very little control over the driving action. "Zorbo Brothers" (also licensed from Europe) was basically a copy of "Mad Dog McCree" but with the added advantage of being a two player game. The huge "Galaxian Theatre 6" was very popular with individual seats and guns for each of the players. This piece earns a lot in any location big enough for it. "Lucky and Wild" a dedicated driving unit that challenges both your driving and shooting skills was also well received. This game had some good unique features with the two player mode bringing an extra gun in to help clear the way.

On the pcb front Namco had another combat game called "Knuckleheads". This horizontal 4 player game pits warrior against warrior till the end.

Williams products were also on display on the Taito stand. As well as their two new pinballs "Whitewater" and "Creatures of the Black Lagoon" their new digitised graphics

game "NBA JAM" was displayed. A full description of this game is available on page 14.

In general we saw a lot of fighting games in various forms and it is clear that the developers of new software have reached an impasse. Games can get more violent but at some point we need a new lead and this show certainly did not provide one.

Redemption was on display as well as a range of "Skilltester" units as the Japanese market looks to other areas to rejuvenate earnings. It was clear from this show that the Japanese clearly see large dedicated units as the way for the immediate future.



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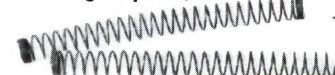
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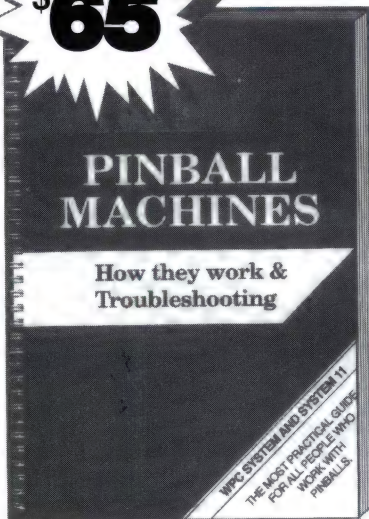


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ON THE OTHER HAND.

CADILLACS & DINOSAURS

At first we looked at the name, Cadillacs & Dinosaurs, and though, "Okay...imaginative. Good." Then we saw the action, and said, "All right. Impressive." Then we looked into the plot.

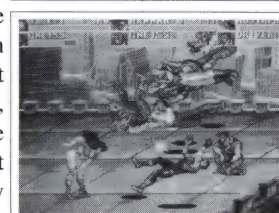
That's when we knew we had a doozy on our hands. Based on the award-winning comic book of the same name, Cadillacs & Dinosaurs is a new action game where four brave characters (the players, naturally) go at it against numerous legions of bad guys. You see, this game takes place in the early 26th century. Earth, as we know it, has changed a bit. Humans and, well, dinosaurs co-exist in harmony, for the most part, and the major form of transportation available to those who can afford it are Cadillacs. The old versions, convertibles, circa 1957. The problem, aside from the fact that the prehistoric lizards inexplicably have another shot at being the dominant species after a 100 million years hiatus, is that bad guys - humans, naturally - are poaching on the lumbering beasts. This would be bad enough, except that the dinosaurs are getting a little angry about this and are taking their wrath out on mankind as a whole.

That's not good, right? Well, it's up to us to stop it, right? Well, we're gonna try. The players, as mentioned above, are manifest as four brave warriors: Jack Tenrec, the "hot blooded" main character of the story; Hannah Dundee, a genius scientist with incredible fighting skills; Mustapha Cairo, a talented engineer who wears a (20th century vintage???)

Pittsburgh Pirates baseball cap; and Mess O'Bradovich, a giant of a man who can crush the poachers.

The game is controlled by an 8-directional joystick and two buttons. The first button, called "A" button, can be used for attacks, and to pick up and throw items. The second button, referred to as the "B" button, can be used to jump. What really gets the game going, though are the series of combination attacks that the player can use. By toggling the joystick up and down, and pressing the "A" button at the same time, the player can activate the character's special killing techniques. Additionally, by pushing the lever twice, pressing the "A" button, the character can make

a sliding dash attack that can KO the opponent.



'92 JAPAN BEST INCOME AWARD

1. This data was compiled by **Coin Journal Co., Ltd.** from various amusement locations throughout Japan from January to December, 1992.

2. The data included here reflects the situation as of the 10th of the prior month. For example, April's results reflect sales as of March 10th. Therefore the actual dates of the survey are Dec. 11th, 1991 to Nov. 10th, 1992.

3. The maximum number of points awarded was

200 per month, 2400 per year.

4. "Collection Points" are awarded (up to 1000) and are based on what percentage of 2400 the game has received. For example, a game with 480 out of 2400 points has 20% , and would thus be awarded 200 points.

5. In compiling this data, those machines which did not fall in the top 10 or were not yet on location were given 0 points.

Title (Company)	Issue	1	2	3	4	5	6	7	8	9	10	11	12	Total Point (2400)	C. Point (1000)
① Street Fighter II (Capcom)		134	114	135	164	165	99	131	117	88	70	48	36	1301	542.1
② Street Fighter II Champion Edition (Capcom)							183	193	197	181	175	178	189	1296	540.0
③ Aero Fighters (Video System)						117	136	112	97	46	48	15	8	579	241.3
④ Captain Commando (Capcom)		58	160	128	39	44	12							441	183.8
⑤ Fatal Fury (SNK)		31	106	109	47	46	17	8	22		10			396	165.0
⑥ Bakuretsu Quiz Maqudaibouken (Namco)										147	146	26	33	352	146.7
⑦ F1 Grand Prix (Video System)		152	98	54	22			3						329	137.1
⑧ Adventure Quiz Capcom World 2 (Capcom)											45	154	92	291	121.3
⑨ Tank Force (Namco)		80	72	97	22	5	4	7						287	119.6
⑩ Knights of the Round (Capcom)				88	91	80	9	17						285	118.8
⑪ World Heroes (Alpha/SNK)										92	132	33	13	270	112.5
⑫ TV Gasshukoku Quiz Q&Q (Dynax)				66	57	46	30	24	22	5	5			255	106.3
⑬ Super Shanghai (Hot B/Taito)										68	54	64	62	248	103.3
⑭ Cosmo Gang the Video (Namco)						61	68	71	32	2	5			239	99.6
⑮ Super World Stadium '92 (Namco)								33	84	44	63	10	3	237	98.8
⑯ Art of Fighting (SNK)											122	115		237	98.8
⑰ Atomic Punk (Irem)		63	43	37	21	29	14	24						231	96.3
⑱ Power Spikes (Video System)		37	35	35	36	16	18	23	7	7	5			219	91.3
⑲ Super World Stadium '92 Heavy Fighting (Namco)											106	101		207	86.3
⑳ Quiz Roka ni Tattenasai (Sega)		76	28	26	15					8		9		162	67.5
㉑ Truxton II (Toa Plan)									105	37	10	10		162	67.5

The first half ('92.1~6 issues)	Total Points (1200)	The second half ('92.7~12 issues)	Total Points (1200)
① Street Fighter II (Capcom)	811	① Street Fighter II Champion Edition (Capcom)	1113
② Captain Commando (Capcom)	441	② Street Fighter II (Capcom)	490
③ Fatal Fury (SNK)	356	③ Bakuretsu Quiz Maqudaibouken (Namco)	352
④ F1 Grand Prix (Video System)	326	④ Aero Fighters (Video System)	326
⑤ Tank Force (Namco)	276	⑤ Adventure Quiz Capcom World 2 (Capcom)	291
⑥ Knights of the Round (Capcom)	268	⑥ World Heroes (Alpha/SNK)	270
⑦ Aero Fighters (Video System)	253	⑦ Super Shanghai (Hot B/Taito)	248
⑧ Atomic Punk (Irem)	207	⑧ Super World Stadium '92 (Namco)	237
⑨ TV Gasshukoku Quiz Q&Q (Dynax)	199	⑧ Art of Fighting (SNK)	237
⑩ Street Fighter II Champion Edition (Capcom)	183	⑩ Super World Stadium '92 Heavy Fighting (Namco)	207

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CAPCOM

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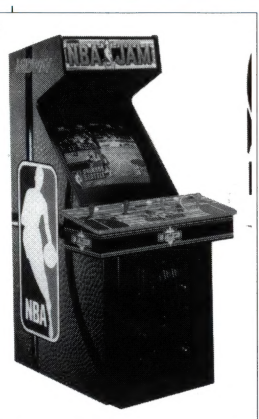


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SLAM DUNK

Midway Mfg. achieves stunning new level of realism in NBA Jam: dedicated B-ball video boasts digitised graphics of real players. Courtesy "Replay Magazine"



You want realism in video games? Midway Mfg. is ready to provide it. Their new dedicated four-player, NBA Jam, features digitised images of star personalities from the National Basketball Assn. We've seen some screen clips and can report the graphics and gameplay are more realistic than Super High Impact ... more realistic than Terminator 2 ... and nearly as realistic as watching a live NBA game on TV!

Samples began shipping around Jan 20. Midway says the game represents a breakthrough in terms of technology, licensing and major sports league co-operation for coin-op games. It's hard to argue with them. It's also hard to argue with the game's test earnings. Cash box reports on test locations are "better than Mortal Kombat", said company VP Ken Fedesna.

GRAPHICS AND GAMEPLAY

NBA Jam lets players control superstars like Michael Jordon, Carl Malone, etc. Players have access to all 27 NBA teams; it's basically a two-on-two gameplay situation, with the computer controlling the other team

members. Not only that, but the programmers have actually built the true skills of each real-life player, into the game. When you see Charles Barkley on the vidgame screen, you'll see some of his "signature

moves." And the same goes for every other famous player in the NBA!

Three different "super moves" have been added in. Each player gets three buttons: one for passing, one for shooting, and a "turbo" button that applies to heighten the activity (run faster, leap higher, etc). Working the buttons in combination allows players to discover outrageous dunks, steals, fakes, etc - including some moves that human beings can't really do on the court.

Midway Mfg. is justifiably proud of the advanced technology and super graphics in this game. Besides converting live-action TV footage into digitised images, the game also uses Midway's new "scaling" technology for the first time. This means that as players move closer and farther away, their image grows and shrinks proportionately. We have seen this type of thing done to a limited extent in

EPILEPTIC FITS

VIDEO GAMES, NO CONNECTION

On January 6, the "Daily Mail", a popular newspaper in the UK, reported that several children playing home video games, which are now very popular in the UK, were seized with an epileptic fit. On January 8, the UK Department of Trade and Industry started an investigation on the health consequences of video games. Then, from January 19, the Japanese press also started carrying reports on the "video game and epileptic fit" phenomenon.

In this connection, it was reported in Japan at the end of last December that a university student in Miyagi Prefecture was seized with an epileptic fit while playing a coin-op video game. However, this was the only case so far of such a fit caused by coin-op video play, and all other cases were due to home video game play. Meanwhile, it became known that a product liability civil suit was being brought against Nintendo in the USA and as a result of this, Nintendo and Sega are now attaching the following notice to each home video game shipped to the USA and Europe: "Since, in very rare cases, an epileptic fit may be induced by flickering of light, a player having any such possibility is advised to consult a doctor before playing."

In view of these news reports, the Japanese Epilepsy Association, Tokyo, whose function is mainly to disseminate information about epilepsy and protect patients, announced on January 13: "In very rare cases, a person susceptible to having an epileptic fit may be induced to a fit by flickering light. Such a possibility has been recognised by doctors for a long time, and using brain wave or other tests it can be determined if people are susceptible or not. Such cases must be regarded as nothing more than a normal illness."

"Making a great fuss about such a very rare case will unnecessarily limit the activities of epilepsy patients who are adequately treated. Nobody has the right to deprive them of the enjoyment provided by video games. It must be

clearly understood that an epileptic fit is not normally caused by video game play," the Association continued, and warned: "If the popular press in the UK have taken up the epileptic fit cases to foist upon people misunderstanding of, or prejudice towards, epilepsy through those reports, or for Japan bashing, we cannot forgive them."

Epileptic fits can be caused by various sources of flickering light such as light reflected on the surface of water, the flickering of traffic lights, sunlight flickering through leaves, a row of lamps in a tunnel, flashing disco lights etc. Just as these are not responsible for epilepsy, so video games are not responsible. However, it is stressed that people susceptible to having epileptic fits should be treated accordingly and can be cured.

As for the reason why Nintendo and Sega are attaching a notice to products shipped to the American and European markets, and not to those shipped in Japan, it is generally attributed to the fact that in Japan the product liability system is not yet established. In fact Nintendo explains that, if there was a product liability system in Japan, it would also have attached a notice to those shipped in Japan. However, taking this opportunity, the government seems likely to accelerate legislation of the product liability law. As a result, the home video game manufacturers have decided to attach a notice in the near future.

If the product liability system does eventually become established in Japan, this video game incident may be said to have been the starting point. Japan Amusement Machine Manufacturers Association (JAMMA) joined by coin-op video game manufacturers distributed the announcement of the Japan Epilepsy Association to its members and operators associations. At present, however they have no intention to take any steps such as attaching a similar warning to coin-op videos.

boulders and mountains ... then topped with up-and-down, curving, twisting "flume ramps" ...studded with spinning whirlpools, caves, etc ... and inhabited by an animated character in the upper left-hand corner: Big Foot! (unless we're mistaken, the hairy Big Foot bears a certain resemblance to one of the Williams game designers, too).

Object of the game is to navigate down the river to Wet Willy's River Ranch. But it's not simple. You have to shoot the pinball at flashing "hazard" targets like "Insanity Falls" and "Boulder Garden."

As with Creature, gameplay on White Water features more continuity and connection of early shots to later shots. For instance, players have to "shoot the falls," which lights the whirlpool ...then shoot the whirlpool, which earns flashing features in the "Boulder Garden" like two-ball multiball... then earn 500,000 points each for a limited period called Boulder Bash.

The Big Foot character actively menaces players and affects game outcome, diverting their ball into the whirlpool from the Big Foot Cave.



You have to distract the monster by hitting certain targets .. which opens the way to escape from his lair, retrieving key items like a "map" and "flashlight"!

PUSHING THE ENVELOPE

Tom Wolfe's bestseller "The Right Stuff" told how test pilots got their kicks by "pushing the envelope" and taking experimental jets past old performance limits. The flipperjockeys at WMS get their kicks by trying to do the same thing with pinball. They did it in 1986 with Pinbot and again in 1992 with Addams Family. In 1993, Williams/Bally-Midway is determined, once again, to push pinball to a new level.

They're certainly "serious about fun" over there in Chicago and these two latest flipper entries should give the industry a new "high water mark" to aim for. We would suggest you rush over to your distributor and check out these new titles right away ... except we know you are already planning to do it. One piece of advice: take a raft!

For more information, contact your authorised dealer.



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some other recent video games, but WMS takes it to new heights. It's a subtle but powerful touch that adds to the realism.

The game lets players enter their initials and birthdate, then uses this signature to keep an incredible number of statistics from game to game, for as many times as the player comes back to the location and plays on that machine. Three-point shooting, field goal accuracy, steals, rebounds, assists, win-loss records, team standings (each player is ranked as his own unique "team" for vidgame purposes). The basketball fans who "live for statistics" will eat up this feature.

WORKING WITH THE NBA

Midway is also proud of their marketing and licensing partnership with the NBA. Some home games have enjoyed this kind of co-operation, but never before a coin-op company, said Midway. "It's the first time any coin-op video company has done this type of alliance with a national, major league sports firm," execs point out. "This is an historic alliance."

It took a lot of work, lobbying and patience to win the license, said the firm. Six months ago, WMS showed NBA officials a 25% completed version of the game, so they could see

how high the quality would be.

Clearly, the NBA was sold. Midway says it will promote the game in tandem with various NBA playoffs and special events in the US and around the world. This month for instance, at the NBA All-Star game, Midway will have games on display as part of the "NBA Jam Session." The sports association will have many players and stars available for the public, with skill contests on the court, autograph sessions, and Midway's games on hand in a special area. Some units of the game will be given away at the event. Midway is also working with the NBA to create merchandising tie-ins.

According to Midway's marketing manager Roger Sharpe, this level of co-operation grows out of "the belief that we and the NBA have extremely similar audiences, with coin-op providing the long-lasting interactive billboard that helps perpetuate the NBA mystique worldwide."



To help get the greatest possible value out of NBA Jam, Midway is preparing materials like a tournament guide which will go

in every game shipped. This will help operators set up tournaments on location. Said Roger Sharpe: "It's a total promotion effort to help build store traffic and machine earnings."

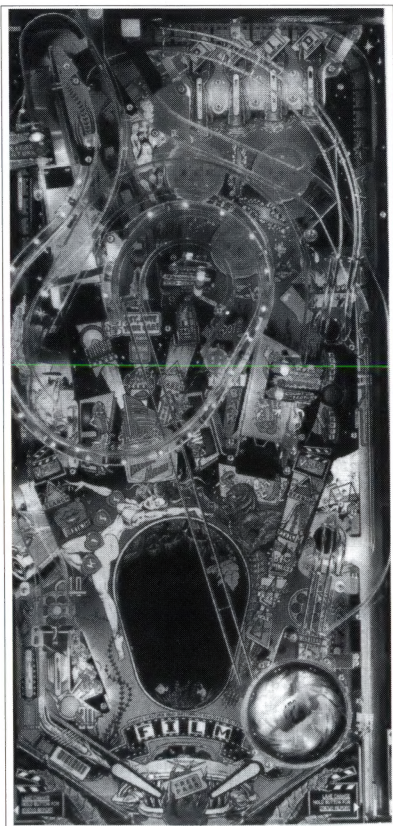


PINBALL PASSION

"Creature from the Black Lagoon" & "White Water" now shipping as the flipper jockeys of Williams/Bally-Midway seek new levels of fun. Courtesy "Replay Magazine"

Did we say video is hot at Williams/Bally-Midway? Well, so is pinball. On the heels of the industry's all-time best selling flipper Addams Family, the Chicago-based company says it's learning how to integrate even more hi-tech into pinball, and how to bring a whole new level of depth and excitement to flipper gameplay.

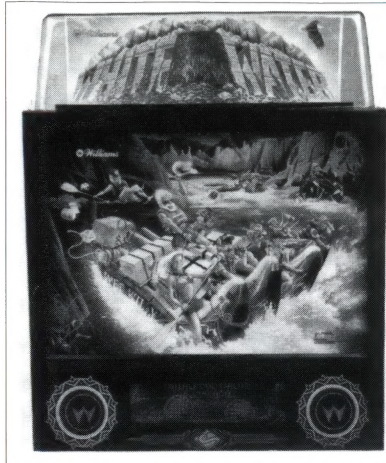
The results are already on view with two "water-themed" flippers, one



from each of the sister companies under the WMS Inc. umbrella. In production from Williams Electronics is White Water, themed (obviously) around white water rafting. From Midway Mfg., a pin called Creature of the Black Lagoon is also shipping. It features all kinds of campy '50s drive-in thematics, plus some dazzling effects including a hologram.

The company studied the success of Addams Family very carefully - timing, gameplay, mechanics, technology, the whole "experience" - to see why it was a hit, and how those lessons could be incorporated into future titles for greater player appeal.

The results of this intensive study are reflected in Creature and White Water. "We've embraced a new pinball philosophy with these titles," said the company's marketing man Roger Sharpe. "Pinball games in the past have been relatively predictable, as compared to video games, regarding where you're going and what the objectives are. Many pinball games "max out" after



you master a certain number of shots. Our new generation of games stays alive and active. There's no ending; there's always something left to do. It's challenging and fun with the greater continuity of theme and action. That translates into higher earnings on locations.

WMS execs said their stable of "artist" game designers are able to achieve this new, higher level of gameplay, by exploiting the myriad possibilities their new WPC computer controller. Add in better sound, the dot-matrix display, the self-flip flipper, and some unique special effects, and it's clear that WMS is quite serious about continuously upgrading the technology (and fun) of pinball.

CREATURE FROM THE BLACK LAGOON

Creature from the Black Lagoon features unique hi-tech effects. The playfield includes a hologram in the centre, just above the flippers. It's activated when multiball starts, to show

the creature "emerging" to reach up out of the glass and grab the player. Sound effects at this point include a woman's screams!

The game boasts a "more involved" level of gameplay.

The overall goal is both simple and sophisticated: go to a drive-in and get the movie started ... then save the girl from the monster! But each shot you make, affects the value and importance of the next shots.

"For instance, you have to finish four different features to get to multiball play," said Roger Sharpe. "There's always something more for you to do, more to get to. Today's players, even the average skill players, are more sophisticated. We have to keep them enthralled and surprised."

Licensed music harks back to the '50s and '60 ("At the Hop" etc.). Tied into gameplay, the dot-matrix display shows progressive sequences of comedy storylines (kissing your date at the drive-in). Other mini-challenges pop up on the play field itself (moving your "car" in the parking lot etc.).

WHITE WATER

The playfield on this game is a comic "road map" of rivers and streams, strewn with 3-D moulded plastic

